

# NVIDIA Publishes Revised Open-Source TK1 Graphics Code

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Building upon their open-source graphics driver support for the Tegra K1 and their revised code for handling this Kepler GPU in the ARM world, the third revision was sent out a short time ago by Alexandre Courbot.

[3]

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Source URL: <http://www.tuxmachines.org/node/65442>

**Links:**

[1] <http://www.tuxmachines.org/taxonomy/term/148>

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